



THIEF

DEADLY SHADOWS.

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Getting Started

INSTALLING THIEF: DEADLY SHADOWS ON YOUR PC

To install Thief: Deadly Shadows on your PC:

Insert Thief into your PC's CD/DVD Drive.

IF:	THEN:
Your computer has the Autorun option enabled	Thief: Deadly Shadows Autorun program will automatically fire up. Choose INSTALL from the Autorun program to install Thief: Deadly Shadows onto your PC's hard drive.
Autorun is disabled	Right-click on your PC's CD/DVD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. Thief: Deadly Shadows installation process will now begin.

NOTE: To run Thief: Deadly Shadows on your PC you will need to have DirectX 9 installed. To install DirectX 9 on your PC:

Select 'Install DirectX 9 from the Thief: Deadly Shadows Autorun program.

Or

Right-click on your PC's CD Drive icon and choose the EXPLORE option.
Open the 'directx9' folder and double-click on 'dxsetup.exe'.

UNINSTALLING THIEF: DEADLY SHADOWS FROM YOUR PC

To uninstall Thief: Deadly Shadows from your PC, choose UNINSTALL from the Thief: Deadly Shadows Autorun program menu.

Or

Remove using the windows remove program functionality
(Start Menu>Control Panel>Remove Programs>Remove Thief: Deadly Shadows).

RUNNING THIEF: DEADLY SHADOWS

To run Thief: Deadly Shadows, once the game has been successfully installed (as page 2) on your PC's hard drive:

Double-click on the Thief: Deadly Shadows icon on your computer's Desktop (if you chose this option when Thief: Deadly Shadows was installed).

Or

Select Thief menu (Start Menu>Programs>Eidos > Play-Thief: Deadly Shadows).

Or

Insert the Thief: Deadly Shadows CD into your PC's CD drive.





IF:	THEN:
Your computer has the Autorun option enabled, Thief: Deadly Shadows Autorun program will automatically run.	Select PLAY to run Thief: Deadly Shadows.
Autorun is disabled	Right-click on your PC's CD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. Thief: Deadly Shadows installation process will now begin. Select PLAY to Thief: Deadly Shadows.

Controls



GENERAL

Pause Menu	Esc button
Quick Save	F10
Quick Load	F12

MOVEMENT CONTROLS

Move forwards, climb	W
Move backwards, descend	S
Turn left/right	
Move left	A
Move right	D
Action, interact with objects/environment	
Jump/Mantle	SPACE
Crouch down	X
Look up	
Look down	
Lean left	← or Q
Lean right	→ or E
Sneak	Ctrl and directional button
Walk	Shift and directional button
Switch between first and third person views	V
Zoom mechanical eye view in/out	↑↓
Map	M
Objectives	O
Wall flattening mode	R


WEAPON & INVENTORY CONTROLS

Cycle through items	[or]
Use item	I
Deselect item	-
Cycle through weapons	
Use Weapon	
Deselect weapon	+
Bow zoom	Z
Select blackjack	1
Select dagger	2
Select broadhead arrow	3
Select fire arrow	4
Select gas arrow	5
Select moss arrow	6
Select noise maker arrow	7
Water arrow	8
Flash bomb	F1
Explosive mine	F2
Health potion	F3
Holy water	F4
Oil flask	F5
Gas bomb	F6

Stealth tips ...

- Avoid toe-to-toe combat, the guards are tough. Use stealth to defeat them.
- Hide in the shadows and avoid bright areas.
- Use the Light Gem to see how visible you are. If it appears dark, you're practically invisible to nearby opponents. If it's bright, you're partially or fully visible.
- Be silent! Your footsteps are quieter when you move slowly and avoid loud surfaces like metal. Avoid stumbling over boxes or barrels.
- Observe your opponent's patterns before you move. To avoid being caught, move when your enemy's back is turned.
- To assess your own powers of stealth, listen closely to your opponents. A suspicious person voices concern and starts searching for you. Move carefully away and find a good hiding spot. If you are well hidden, your opponent will give up the search.
- Opponents oblivious to your presence can be knocked out with a single hit. Sneak up behind the enemy, then attack with the blackjack, dagger or broadhead arrow.

The Story



In *Thief: Deadly Shadows*, you play Garrett, a master thief in a dark, sprawling metropolis known only as the City. Rarely seen and never caught, Garrett works alone in the shadow of night, constantly trolling for information and eyeing his next prize. He can sneak past any guard, pick any lock with ease, and infiltrate the most ingeniously secured residences.

Cynical and unenthusiastic about helping those in need, Garrett draws on his talents to lift from the wealthy solely for his own gain. To him, everyone is a potential victim who can help line his pockets and fuel the underground economy of the City. He's a legend among his own kind, a reluctant anti-hero who wants nothing more than to be left alone to carry out his trade. But instead, his actions seem to always draw him into greater conflicts.

The Keepers pull the strings behind the City, and lately, they've been paying close attention to Garrett. A little too close, in his opinion. This secret organisation drew Garrett into its fold early on, but he rejected their teachings at a young age and scorned them for their reclusive meddling. He went on to become a skilled thief — the best that ever was, in fact.

The Keepers have long recognised Garrett as the central figure in their glyph book of prophecies, which warn of an awakening evil and an impending Dark Age. They have come to Garrett in hopes that his steady nerves and legendary talent can save the City from a dark, uncertain future. What the Keepers did not foresee in this reluctant alliance is that Garrett has come dangerously close to untangling the City's darkest secrets.

GAME SCREENS

You can access a number of non-gameplay screens before and after each mission. Some are also available whenever you pause gameplay by pressing ESC.

To view TITLE MENU screens, boot up the game. The TITLE MENU lets you create a new game, load a saved game, change options or view credits.



Once you create a game, you view different non-gameplay screens before, during and after missions. See the page numbers below for details on each screen.

Title Menu screens

New Game.....	(p. 10)
Load Game.....	(p. 11)
Game Options.....	(p. 30)
Credits.....	(p. 32)

New Game / Pre-Mission screens

Briefing.....	(p. 10)
Difficulty.....	(p. 10)
Gear	(p. 21)
Save	(p. 10)

Pause screens

Gear	(p. 21)
Goals.....	(p. 20)
Save	(p. 10)
Load.....	(p. 11)
Faction.....	(p. 29)

Mission Complete screens:

Debriefing	(p. 20)
Mission Stats	(p. 20)
Goals.....	(p. 20)
Gear	(p. 21)



Managing Your Games

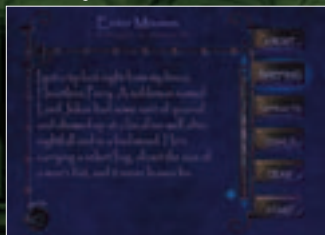
Once you start a new game, you can save it by pressing ESC and clicking on SAVE. It's important to save as you play - that way, if you die, you can rejoin the mission at your last save point.

STARTING A NEW GAME

From the TITLE MENU, select NEW GAME to start a fresh game. Read the briefing, and then click on START to start playing.

New Game Screen

ABORT - Quits the current mission.



BRIEFING - Displays important text that describes the mission and outlines your objectives.

DIFFICULTY - Alters the mission difficulty (unavailable in the first tutorial mission). Select EASY / NORMAL / HARD / EXPERT.

GEAR - Displays all items, weapons, and loot that you have in your possession, as well as a sketched map of the area (p. 21).

START - Launches the current mission.

Saving and Loading Games

To display this screen during gameplay, press ESC and click on SAVE.

Save Game Screen



This screen stores your game in its current state and makes it available in the LOAD screen.

To save a game:



1. Press ESC to pause the game, then click on SAVE from the menu.
2. Highlight the scroll bar and use the or up/down cursor keys. Highlight a slot and click on it to save the game (You can also save over occupied slots.) To scroll through the list use the or click in the vertical scroll bar.
3. Press ESC or click on the back icon to return to your game.

Note: Select RESTART to replay the current mission from the beginning.

Load Game Screen



To display this screen during gameplay press ESC and click on LOAD.

1. Launch the game and select LOAD (during gameplay, press ESC to pause the game, then select LOAD).
2. Using the  highlight a saved game. To scroll through the list use the  or click in the vertical scroll bar.

3. Click on the desired slot to load the selected game.

- To restart the current mission, select RESTART. (This option is not available from boot up or if you are currently in one of the city areas.)

Note: To delete a game, highlight it and right click.

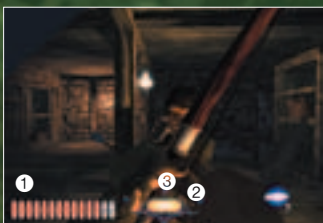
Exiting the Game

To exit the game press ESC to access the PAUSE MENU and select TITLE MENU and then EXIT TO DESKTOP. Alternatively press ALT & F4 to quit.

Playing Thief: Deadly Shadows

This section describes how to use the interface and perform different tasks in the game. At any time while playing press ESC to pause the game and view available screens.

USING THE HEADS-UP DISPLAY (HUD)



- 1 Health gems - Bar indicator that shows how healthy you are. This is displayed whenever you are damaged (e.g. in combat or by falling) and also when the game loads up a new area.
If your health drops to zero (except in the tutorial), you die.
- 2 Light Gem - Gem that describes how visible you are. The intensity indicates your visibility: a dark gem means you're well hidden, a slightly light one means you're partially visible, and a bright gem means you are completely visible.
- 3 Compass - Spinning device that points north, south, east and west.

Moving Around

You're a master thief, so maintaining secrecy and stealth is key. When moving, stay in the shadows and stay quiet!

(W,S,A,D)

RUN – Using the directional buttons.

(W,S,A,D)
& SHIFT

WALK – Using the directional buttons whilst holding down the Shift key.

(W,S,A,D)
& CTRL

SNEAK - Using the directional buttons whilst holding down the Ctrl key enables you to sneak past guards.

Note:

Running creates noise and can alert guards or civilians of your presence. Moving over various surfaces creates different noise levels.

← OR E

LEAN SIDEWAYS - Leaning can help you hide, as well as peek around corners. Stop leaning to resume your previous stance.

→ OR Q

R

FLATTEN AGAINST WALLS - Flatten against walls. To hide from guards and citizens, flatten your body against a wall. Once you're flattened, creep along the wall by looking left or right and moving slowly forward. To unflatten yourself, press R again.

X

CROUCH - Duck down to move through small openings or to decrease visibility.

SPACE

JUMP - You can jump over small items or onto boxes and small walls.



W

CLIMB - To climb a ladder face the ladder, and then move forward to climb up.

S

To climb down a ladder or rope, carefully walk over it – you'll automatically get on it. To descend move backwards.







SPACE + W

TO CLIMB A SCALABLE WALL - face that surface. Jump and move forward to begin climbing. Pause briefly at the top to listen for activity. Jumping while climbing can make you fall.

W + SPACE



PULL UP/MANTLE - A special type of climbing lets you pull yourself up onto a ledge or other surface. With mantling, you press and hold W + SPACE to pull yourself up. Releasing SPACE causes you to drop back down.

Looking Around

- V SWITCH VIEWPOINTS - You can choose to see Garrett onscreen, or play using the first-person "eyeball" view. For new players, third-person view (the default) is usually easiest.
-  ADJUST VIEW ANGLE - Use the  to rotate the camera.
-   ZOOM VIEW. Garrett has one eye that is bionic and glows green. Use this as a built-in zoom lens to get a close-up view. Push  to zoom in and  to zoom out.

Using Weapons and Items


To use a weapon or item, select it, then use it


Select weapon	1-8
Cycle through available weapons	
Use the selected weapon.	
Select item	F1-F6
Cycle through available items.	[or]
Use the selected item.	I

Tools of the Trade (weapon and item details) - p. 21


Gear Screen (view your equipment and items) - p. 21

Items in the World

To interact with something, centre it in view and press the . Anything that you can use, press, steal, or pick up is highlighted with a faint aqua glow once you're in the correct position to interact with it.

To drop worthless items or a body, press the .

To throw worthless items press the .

Use the  to:

Open or close unlocked doors - Stand back to allow the door to open.

If something blocks it, nudge it out of the way.



Pick locked doors - To learn how, see Picking Locks, p. 16. Not all doors can be picked. Some require you to press a nearby button or lever.

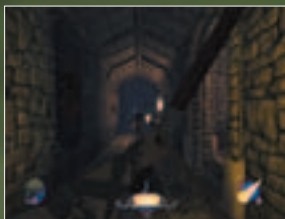
Pick up/drop bodies - Leaving dead bodies in plain view is a bad idea and draws attention. Pick up bodies and hide them in shadows or small alcoves.

Pick up/drop loot - If you see a vase, goblet, purse or other item that glows blue when you face it, pick it up. The item's name and value appear briefly onscreen. The Gear screen (p. 21) shows what you've collected so far in the current game.

READ LETTERS OR BOOKS - Books, letters, scrolls, and notes hold a wealth of information, read them! To switch pages within a book, click on right/left arrows to go forward/back, or alternatively use the . To close the book/page, press ESC or click on the back icon to return to your game.

Firing Arrows and Projectiles

When firing arrows or tossing explosives and flasks, aim at a target by tilting your view up or down. This alters the trajectory of whatever you're throwing. Look up to toss high and far, or look lower to throw low and close by.

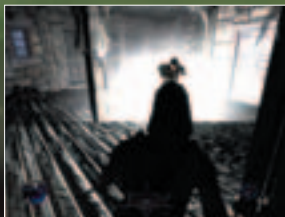


FIRING ARROWS

Select an arrow type. Press and hold the to enter aiming mode. Simultaneously, use the to position the crosshairs slightly above the target and then release the to fire the arrow.

(Be sure you're not too far away, or the arrow may fall short of its target.)

Note: To put away your bow without firing a drawn arrow, press SPACE.



THROWING FLASKS AND PROJECTILES


Select a flask or mine using the [or] keys. Using the , line Garrett's head up with the target. Press the I key to hurl the item. (For mines, aim at the ground.)

Fighting and Dying

You have several different ways that you can deal with your opponents. If an opponent hasn't spotted you yet, try one of the three one-hit methods listed below. Note that if your opponent suspects your presence or is pursuing you, your cover is blown and you can't kill with a single shot.



BLACKJACKING

If your victim hasn't seen you, equip your blackjack and silently sneak up from behind. Centre the opponent's back in view. Press the  to knock that person out with a single blow. Your enemy will remain unconscious for the rest of the mission.

BACKSTABBING

This works exactly like blackjacking, except that you use your dagger. Backstabbing kills your opponent with a single blow, leaving behind a pool of blood. Also, your victim's screams can draw attention.

SNIPING

To strike from afar and kill with one blow, fire arrows at an opponent's head or chest. Adjust your arrow's trajectory for distance as necessary.

ESCAPING

Even if you're forced into a corner, you should avoid fighting if you can. You have several items and weapons that can help you escape. Try using the flash bomb to blind enemies, or create an oil slick behind you by throwing an oil flask. (You can set it on fire with a Fire arrow.)

If you have wall-climbing gloves, try scaling a climbable surface. If you have to fight, you can use your hand weapons, or lay down explosive mines. Gas arrows and bombs can also be a reliable way to knock multiple opponents unconscious.





In missions, if someone kills you, the LOAD GAME screen appears. In city maps, you may be hauled off to prison...

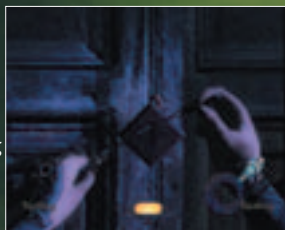


Picking Locks



Locks vary in craftsmanship and materials, so some will be more difficult to pick than others. To learn how to pick different types, purchase practice locks from thievery shops. They'll help you learn the finer points of lock picking. Any practice locks you buy appear in your apartment in the City. Lock picking mode activates whenever you use a chest or door that can be picked. Each lock has from three to six tumblers. To pick it, you must find the weak spot on each tumbler.

To pick a lock:

1. Right click on the locked door or container.
2. Move the  to rotate the lockpicks until you find a spot that makes the tumbler shake.
3. Hold the  steady and wait to see if the shaking tumbler starts to spin. If it does, a gap opens in the tumbler and spins to the far right edge of the circle. If the gap doesn't appear, gently move the  to manoeuvre the picks around the shaky region of the tumbler. The shaking increases as you reach the sweet spot.
4. Repeat for all tumblers. When all of them have been picked, the lock will open.
5. When the lock picking interface closes, use the  on the newly picked door or chest to open it.



Additional Lockpicking Information

- Pressing the  allows you to disengage from lock picking if you're spotted.
- Once you've found the sweet spot, press the  to quickly spin the tumbler to the unlocked position.

City Map



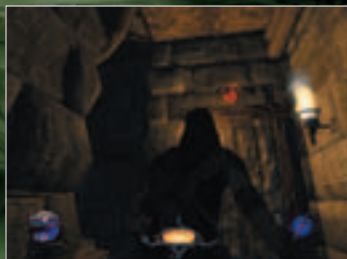
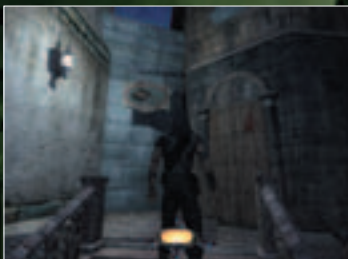


Finding and Selling Loot

Anytime you step close to an item that is highlighted, you can use or pick up that item. During a mission, pick up anything of value - later, you can sell these items to fences for cash. Additionally, each mission has three pieces of special loot, which you may have to find to fulfill an objective, depending on your chosen difficulty setting.

TRADING ON THE BLACK MARKET

In pockets of the City, you can sell loot for cash and replenish supplies. Look for red handprints - the universal mark of thieving establishments.



FENCES

A fence takes valuable loot off your hands, plus gives you cash for whatever you've stolen. However, each fence will only buy two of the three main types of loot - gems, artwork and metal. For instance, one fence may refuse art, while another steers clear of gems. You'll have to visit multiple fences in the City to figure out who buys what.



To sell items to fences:

1. Enter the Fence's room and listen to him or her.
2. Select SELL ALL, or select a specific item.
3. Select YES to confirm the sale.
4. Press ESC or click on the back icon to return to your game.

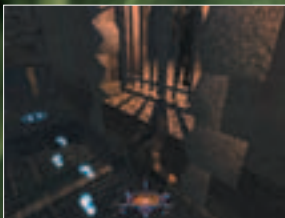
Merchants

To buy items from thieving shops:

1. Enter the shop.
2. Select an item to buy.
3. Select BUY, then select YES to confirm.
4. Press ESC or click on the back icon to return to your game.

The first fence you'll find in the game is a short walk in a westerly direction from Garrett's apartment in South Quarter. If you want to check what you've got to sell, pause (Esc) the game, select GEAR, and then LOOT. Fences and Stores can also be a good source of information, sometimes even hinting at thieving jobs available in the city.

Being Stealthy



In order to be a successful pilferer and looter, you can't be seen by those who would rather turn you in or see you dead. When maintaining stealth, rely on your visibility gem. The brighter it is, the more easily others can see you.

What will get you caught if you aren't careful:

- Moving through brightly lit areas.
- Moving in partial shadows after an enemy or civilian is aware of your presence.
- Running or walking over noisy surfaces, such as metal floors or tile.
- Bumping into items that move and make noise near an enemy or civilian.
- Leaving dead bodies in plain view.
- Using your dagger or arrows to kill victims. (Victims scream, and killing them with these weapons creates a pool of blood.)

What helps you remain hidden:


- Waiting to move until your opponent isn't looking.
- Sticking to the shadows and creeping slowly over loud surfaces.
- Extinguishing torches and fires to create additional shadows you can use for cover.
- Crouching while hiding or moving.
- Waiting to move until your opponent isn't looking.
- Flattening your body against a wall.
- Knocking out guards or civilians before they see you.
- Distracting guards (by throwing junk items or using a tool).
- Firing moss arrows (for stealth) or noisemaker arrows (for distraction).



Viewing Mission Objectives

As you play a mission, you can pause the game and select GOALS to view your current objectives.

GOALS SCREEN

Completed objectives are brown and marked with a checkmark, while outstanding objectives are grey. Failed objectives appear in red text. Left click in the scroll bar on the right or move the  to browse through your objectives. As you discover new information or use certain items, your objectives can change. When this occurs, a message like "New Objective" pops up onscreen. To finish a mission, complete all objectives and find the exit point.



WINNING MISSIONS

After you successfully complete all mission objectives and exit the area, you can view the DEBRIEFING and MISSION STAT Screens. They give you a quick debriefing and provide feedback on how well you performed during the mission.

Select CONTINUE to start the next mission.

DEBRIEFING SCREEN

The DEBRIEFING screen appears when you finish each mission. It advances the plot and provides additional information based on what you discovered while completing the mission.



MISSION STAT SCREEN

This screen describes how well you performed in the mission. It displays your difficulty level, time taken to complete the mission and how much loot you acquired. For encounters, it shows how often you were detected, as well as the knockout and kill count for the mission.



Tools of the Trade

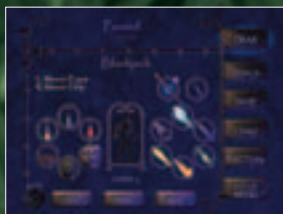
Weapons, Items and Upgrades

As a master thief, you'll often find yourself in situations that require cunning and advanced weapons and tools. You don't have all of them at the start, but you can find items or buy them with cash you earn.


Using Weapons and Items (how to select and use) p. 13
Trading on the Black Market (buying equipment) p. 18

GEAR SCREEN

You can view your current equipment and inventory items by pausing the game (Esc) and selecting GEAR. This screen shows your current weapons, items and upgrades, plus a rough map. You can also find out how much loot you've accumulated.



Active Items and Weapons

Select an icon to equip that item (left) or weapon (right). Highlight icons and click the .



Upgrades

Highlight and select Garrett to view thieving tools (gloves, picks, etc.). Highlighting an upgrade will display information regarding its use.



Loot Subscreen

Shows you the loot you currently have on you and its value. Most normal loot is generic stuff you can sell for cash on the black market to fences (traders and informants) in the City. Each mission also has three pieces of specially named loot that are of particular interest to light-fingered types.



Items Subscreen

Selecting Items from the GEAR Screen displays a list that is very similar to the Loot screen in appearance. Contained in it are items such as ancient artefacts or keys that wouldn't interest a fence, but which are helpful or vital to completing certain missions.



Map Subscreen

This screen shows a sketched map of the area. You get a map for each mission, and you can buy additional maps from some of the thievery stores in the City. Other maps are found on people or during the missions.



Arrows

Noisemaker arrow

Non-combat arrow used to distract guards or civilians. Fire into a remote area to draw guards towards it.



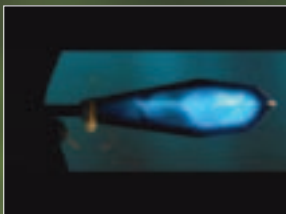
Broadhead arrow

Attack projectile used for ranged sniper attacks. Aim at an opponent's head or chest and fire at someone who has not detected you.



Water arrow

Non-combat arrow used to put out torches and small fires. Aim at flames to quench them and increase stealth. Aim at pools of blood to wash them away.



Fire arrow

Attack projectile that explodes upon contact. Shoot at enemies to injure them, Aim at oil puddles to start fires. Aim at unlit torches or fires to light them.



Moss arrow

Non-combat arrow that covers a surface with moss. Fire at loud surfaces such as metal floors so that you can walk over them silently.


Gas arrow

Attack projectile that releases a poisonous gas upon contact. Aim for an enemy's face to cause him or her to pass out.

Hand Weapons

Blackjack



Blunt club-like weapon used to knock out opponents from behind. Sneak up behind someone who hasn't caught you sneaking around. Hit the  to attack!!

Dagger



Bladed weapon used to kill opponents. Use the dagger to backstab opponents who haven't spotted you, or someone you're fighting face-to-face. Sneak up behind an unaware victim and strike after you see the blade rise.

Items

(Explosives, Flasks and Potions)

Flash bomb



Explosive device that temporarily blinds your enemy. Time your throw so that your enemy is facing you when the bomb detonates.

Gas bomb



Area-effect explosive that creates a large cloud of poisonous gas. Throw near enemies to force anyone in the vicinity to pass out.

Health potion



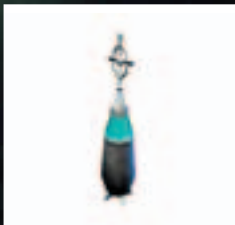
Liquid potion you can drink to heal damage you've taken during combat. Use the potion to drink it and restore health.

Explosive mine



Area-effect explosive you can use to booby-trap enemies. Time your throw and toss one in your opponent's path. After the red light flashes, it explodes as soon as someone moves within a few steps of it.

Holy water flask



Flask that bursts on impact and creates a puddle of holy water. Throw it at an undead enemy to cause damage, or throw on the ground to create a holy puddle that stops their pursuit cold.

Oil flask



A breakable container filled with oil that can be smashed to create a slick at the point of impact, causing enemies to slip and fall. To ignite the puddle, aim a Fire arrow at it.

Thieving Tool Upgrades


Lockpick



Tool used to pick locks on protected doors or chests. To learn how, see Picking Locks.

Wall climbing gloves



Hardy leather gloves that help you scale stone or brick walls. To use the gloves, jump (SPACE) onto a wall and look up using the , then move forward using W.



Keeper Door Glyph



Powerful Keeper symbol often stencilled or mounted on walls. Use the symbol to reveal doors to hidden Keeper areas.

Mechanical Eye

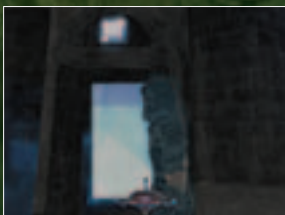


Garrett artificial eye zooms in several levels to see something up close. Push  to zoom in and  to zoom out.

The World of Thief III

Your chosen profession requires you to be nocturnal. So, you sleep by day and prowl by night, always with open eyes and ears. You perform your thievery in the City proper, and in missions that send you into buildings and underground City environments. To enter a mission, look for a floating glyph outside of a building or door. Use it to start that mission.

Missions



Missions are focused excursions that send you into a specific area to complete a certain task. When the game starts, you begin a training mission in an Inn. Once you finish the training mission, you're launched into a second mission to steal a valuable gemstone. After that mission, you'll find yourself in your apartment in the City for the first time.

In missions, everyone is hostile, and the best policy is to hide as much as possible. Civilians run to find guards, and guards attack you on sight. In later missions, undead and beastly enemies also attack you on sight.

The City



The City is the "hub" for most of the game, and home to the apartment Garrett uses to sleep away days between missions. The City is full of opportunity and victims, and you're free to seek out victims to mug, pocket items carelessly left out in the open, and eavesdrop to keep a pulse on the City.

You're distrusted by the City Watch, who won't hesitate to attack you if they spot you. For the most part, the urban peasants and

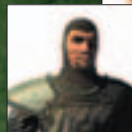
traders will leave you alone unless you strike them or try to steal their merchandise. Your only City allies are fences and black-market stores. (See Trading on the Black Market, p. 18.)

Later, you may perform favours for Fences, Pagans, Hammers and even Keepers. These lucrative tasks are dangerous, though rewarding, and affect how others perceive you. It pays to listen to the town talk - civilians and City Apartment aristocrats alike often hint at new missions or loot.



Characters

As you play, you run across civilians, guards, watchmen, beasts, and members of various societies within the City. Although not everyone is hostile toward you, many are - unless they need your help. Their reaction to you may change over time (see Faction Screen, p. 29).



GUARDS

Authorities

Guards

Armed with swords and bows, guards are bored, dissatisfied, uneducated, and have nothing better to do than chase you. These burly, dangerous men whittle away their time by complaining and pacing back and forth. But, they're quick to jump to the aid of civilians who summon help.



CITY WATCH

City Watch

The only armed force in the City, these watchmen are keenly aware of your presence and won't hesitate to attack you if they spot you on their beat. Your best bet is to avoid these determined attackers by sneaking around them.



Other enemies

Beastmen

Several large, noisy variants of Beastmen wander the underworld in search of human prey. Many explorers have debated whether they're truly hungry or fiercely guarding their secrets, but few have nerve enough to find out.



BEASTMEN

Undead

Brainless and immune to certain types of attacks, undead enemies converge upon anyone they don't recognize as one of their own. These ethereal foes are most vulnerable to Holy Water or Fire and tend to linger in the Old Quarter or in haunted houses and ships.



UNDEAD

HAMMER
PRIESTPAGAN
SHAMAN

PEASANT



ARISTOCRAT



THUGS

Other Monsters

The deepest chasms of the City rarely employ guards and often contain unspeakable horrors. It's an unwritten rule among thieves that you shouldn't venture too far without a full supply of arrows and helpful items.

Spellcasters

Brute force may keep the immediate peace, but magical exchanges are commonplace in the darkness of the night. Magical glyph symbols adorn the cityscape, usually signalling something of great importance. Thieves have little need for magic, but it figures into the day-to-day operations of the Keepers, Hammer Priests and Pagan Shaman.

People

Civilians

Whether they're tending shop, strolling the streets, admiring artwork or planning a conspiracy, these unarmed civilians are inconveniently present everywhere. In missions, servants, aristocrats, merchants, and peasants alike are out to ruin your thievery and never hesitate to call the nearest guard for help if they see you.

In the City, they'll usually let you pass by peacefully unless you hit them or bungle a pickpocketing attempt.

Thugs

Dangerous, mannerless and crude, thugs prey on the hapless denizens of the City. They can be tough and formidable adversaries, but competition breeds perfection in Garrett. He rarely hesitates to steal from them what wasn't rightfully theirs to begin with.

TIP

The tell-tale wand of a spellcaster is easily visible, even to untrained eyes, and magic users never travel without one. Try sneaking up behind a spellcaster and stealing the wand to render him or her helpless.





Societies and Leaders

Keepers

A secret organization that trained Garrett in his youth, the Keepers employ invisible clout and glyphs (magical symbols) to maintain balance in the City. Garrett figures prominently into their prophecies, and the Keepers are enlisting his help in order to avert a dark, uncertain future.



KEEPERS

Keeper Assassins

Massive bodyguards, the Assassins are a staff of Enforcers brought in by the Keepers to tidy up loose ends. The Keeper Assassins draw their power from Glyph magic and use their strength and telepathy to suppress and guard the Keepers' innermost secrets.



KEEPER
ASSASSINS

Keeper Artemus

One of Garrett's few associates outside the world of thieves, Artemus is Garrett's primary liaison to the Keeper society. Not quite trusting each other, Garrett and Artemus strictly keep business at arms' length, trading information and missions that are mutually beneficial.

Keeper Interpreter Caduca and Translator Gamall

These interpreters work in tandem behind the scenes to interpret dusty manuscripts in the Keeper libraries. Elderly and blind, Caduca pores over the luminous glyphs, deciphering them by touch. The youthful, unfeeling Gamall interprets Caduca's readings and communicates the murky prophecies to the Keeper leaders.



CADUCA

First Keeper Orland

The current leader of the Keepers, Orland has a spotty history with Garrett, but he knows the master thief is integral to the Keepers' prophecies. Against his better judgment, Orland is once again allowing Garrett to work within the walls of the Keepers' libraries.



ORLAND

Faction

As you progress and complete certain tasks and missions in the game, you alter how various social groups perceive you. To see your current status, you can view the **FACTION SCREEN**, which shows your current alliance status with the two main societies - Pagans and Hammers. By doing favours for or attacking members of a group, you affect how each group reacts to you.

Hammers

Armed with warhammers, this zealous group worships the Builder, the accepted creator of all civilization. The Hammers founded the City through discipline and craftsmanship, but its priests now aggressively inflict forceful obedience. Hammers will do anything to tilt the balance of power, including calling on master thieves for favours.



HAMMERITES

Pagans

The primitive Pagans seek to promote nature and chaos at the expense of destroying progress. The Shamans, warriors, and beast-like members of the Pagan cult pray to the Trickster, an ancient god of nature and chaos. Like the Hammers, Pagans also seek to enlist underground help to further their own ideals.



PAGANS

Faction Screen



To view your current status, pause the game and select **FACTION** if it's available. (You won't see this until after a few missions.)

HOSTILE	Group attacks you on sight.
NEUTRAL	Group won't attack you on sight, but will if you enter its territory.
ALLIED	Group won't attack you on sight, or when you enter its territory.





Game Options

GAME OPTIONS

To view adjustable game options, select **OPTIONS** from the **TITLE MENU** (during gameplay, press **ESC** to bring up the **PAUSE MENU**, select **TITLE MENU**, and then click on **OPTIONS**). Select the category you want to view. Changes you make here are permanent and affect all games. Pressing **ESC** or clicking on **Back** saves changes.

DEFAULTS resets current options to their original values.



A/V OPTIONS

The AV options menu allows the configuration of the following graphics, display and sound options:

BRIGHTNESS: Adjust the slider to set the screen brightness.

RESOLUTION: Sets the display resolution. Available resolutions are 640x480, 800x600, 1024x768, 1280x1024 and 1600x1200.

SHADOW DETAIL: Adjust the slider to increase or decrease shadow detail.

BLOOM: Adjust the slider to soften on-screen images.

LIGHT CUTOFF: Turning this up slightly reduces lighting quality in exchange for performance.

MULTISAMPLING: Increasing this setting will result in smoother edges on game objects and characters, at the expense of performance. This should only be increased if you have a high-end video card.

LEVEL OF DETAIL: Turning this down reduces the detail on characters in exchange for performance.

LOW QUALITY TEXTURES: Enabling low quality textures will result in a performance gain, at the expense of visual quality. Video cards with 64MB of video memory or lower should enable low quality textures.

VSYNCH: Synchronizes the frame rate with your monitor.

SUBTITLES: Enables/disables the selection of in-game subtitles.

SOUND EFFECTS VOLUME: Adjust the slider to control the volume of the spoken dialogue.

MUSIC VOLUME: Adjust the slider to control the volume of the music.

AUDIO HARDWARE MIXING: This option uses the sound hardware to mix the sounds and to perform the 3D spatialisation.

EAX ADVANCED HD: This option (available on sound cards that support EAX 3.0 or higher) enables reverb, which causes sounds to echo and reverberate more realistically with the game environment.

EAX MULTIPLE ENVIRONMENTS: This advanced option (available on sound cards that support EAX 4.0 or higher) enables multiple simultaneous reverb environments, which offers even more realistic audio modeling over EAX Advanced HD.

CONTROL OPTIONS

Changes certain control options.


INVERT MOUSE-LOOK Reverses the up and down view function.

LOOK SPRING When enabled, after looking up or down returns your view to the forward position (first-person mode only).

AUTO BOW ZOOM When aiming an arrow the view will automatically zoom in after a few seconds (on by default).

INPUTS

(Control Layout Options)

This enables you to assign different controls to both the Keyboard and . To change the mapping click on a command then enter the desired key or mouse button.

Note: The keys can be reset to their default setting using the DEFAULTS option.

Game Credits

IonStorm and Eidos team members who contributed to Thief: Deadly Shadows.

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Statues
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Undead
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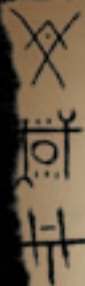
Misc cutscenes voices
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Shiela Gordon
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Everett Skaggs

十

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∞ Notes ∞

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Notes



Notes

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This instruction manual contains important safety and health information that you should read and understand before using this software.

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Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
 - Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
 - Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

[Precautions]

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

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Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Nota: ¡Variará en función del país!

Nota: Può variare a secondo del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

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Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
 LA FAMILIARITÉ DE LANGUAGE
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 VULGÄRE SPRACHE



DISCRIMINATION
 LA DISCRIMINATION
 DISCRIMINACIÓN
 DISCRIMINAZIONE
 DISKRIMINIERUNG



DRUGS
 LES DROGUES
 DROGAS
 DROGHE
 DROGEN



FEAR
 LA PEUR
 TERROR
 PAURA
 ANGST UND
 SCHRECKEN



SEXUAL CONTENT
 LE CONTENU SEXUEL
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 SEXUELLER INHALT



VIOLENCE
 LA VIOLENCE
 VIOLENCIA
 VIOLENZA
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